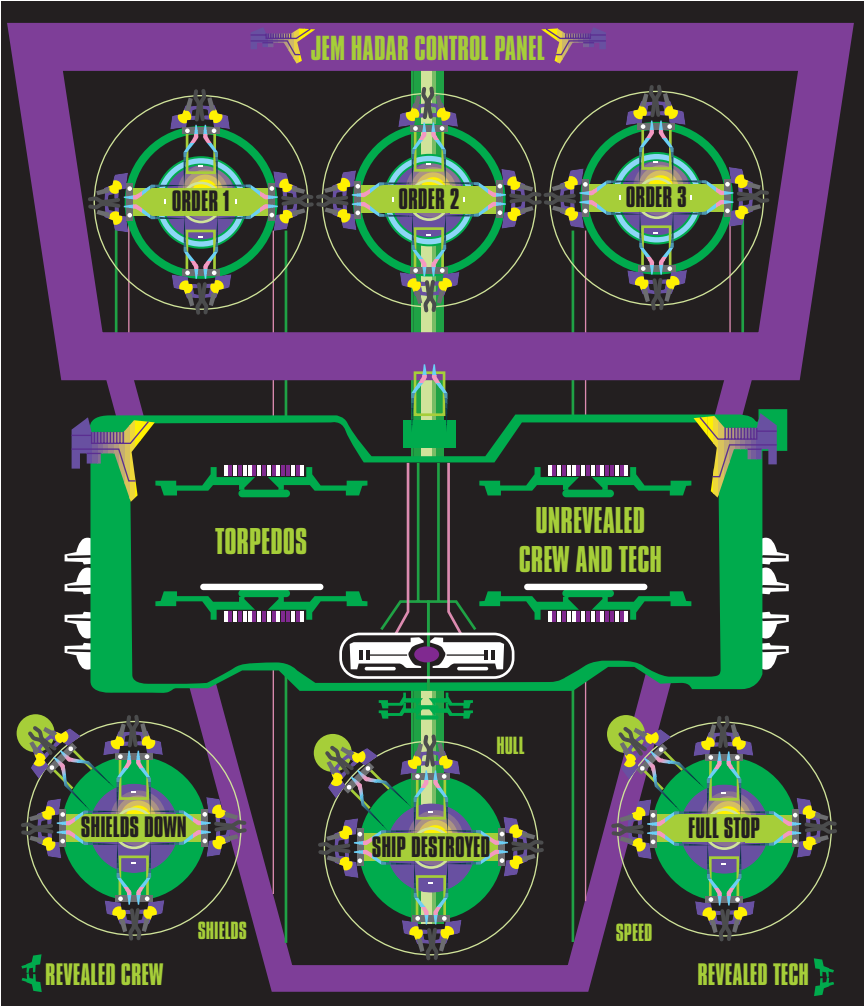


JEM HADAR CONTROL PANEL
ORDER 1
ORDER 2
ORDER 3
TORPEDOS
UNREVEALED
CREW AND TECH
SHIELDS DOWN
SHIELDS
HULL
SHIP DESTROYED
FULL STOP
SPEED
REVEALED CREW
REVEALED TECH

JEM'HADAR CRUISER

JEM'HADAR CRUISER

JEM'HADAR DESTROYER

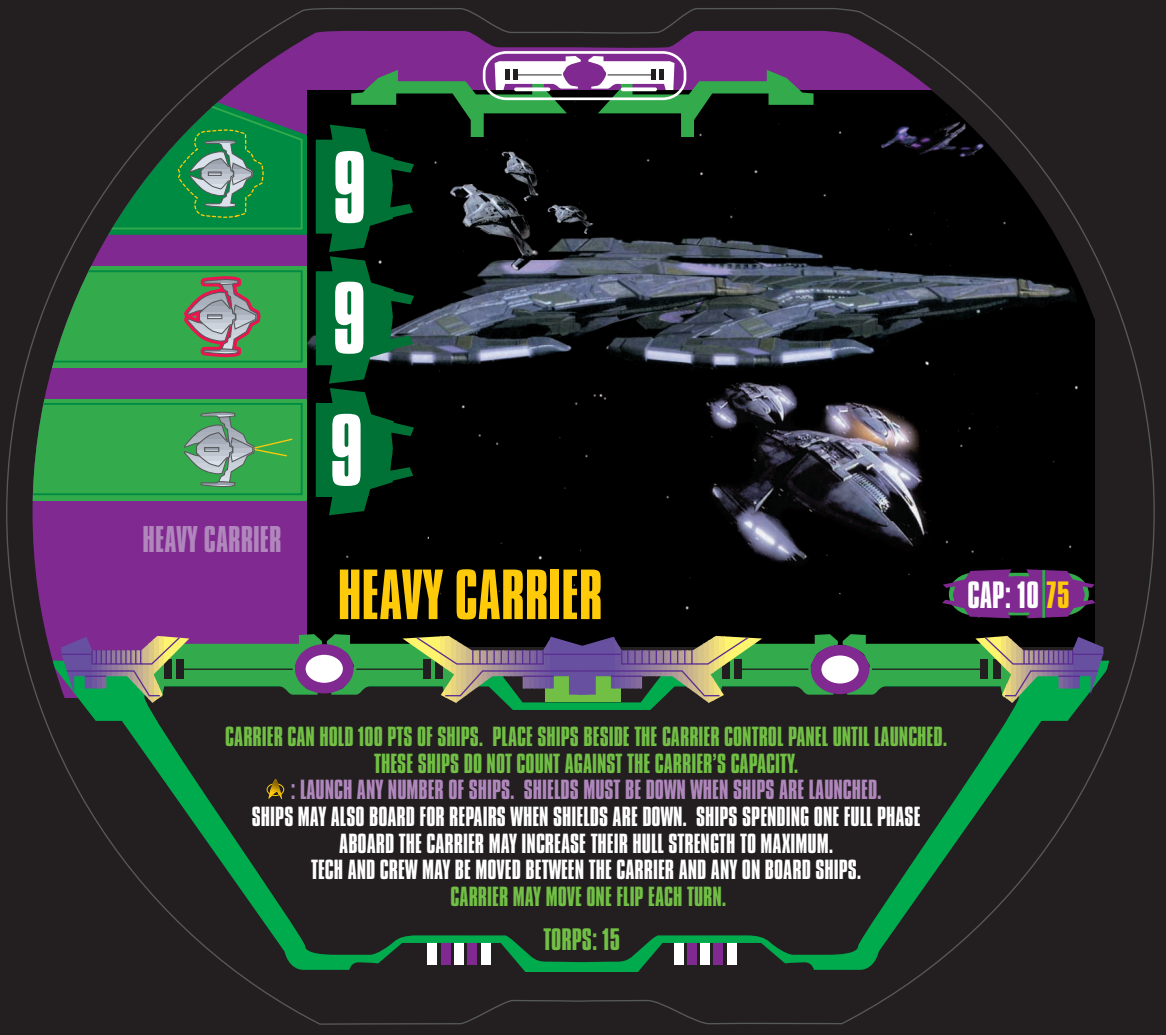
JEM'HADAR DESTROYER

JEM'HADAR FAST ATTACK SHIP

JEM'HADAR FAST ATTACK SHIP

JEM'HADAR WARSHIP

JEM'HADAR WARSHIP


9
9
9
HEAVY CARRIER
HEAVY CARRIER
CAP: 10 75
CARRIER CAN HOLD 100 PTS OF SHIPS. PLACE SHIPS BESIDE THE CARRIER CONTROL PANEL UNTIL LAUNCHED.
THESE SHIPS DO NOT COUNT AGAINST THE CARRIER'S CAPACITY.
: LAUNCH ANY NUMBER OF SHIPS. SHIELDS MUST BE DOWN WHEN SHIPS ARE LAUNCHED.
SHIPS MAY ALSO BOARD FOR REPAIRS WHEN SHIELDS ARE DOWN. SHIPS SPENDING ONE FULL PHASE
ABOARD THE CARRIER MAY INCREASE THEIR HULL STRENGTH TO MAXIMUM.
TECH AND CREW MAY BE MOVED BETWEEN THE CARRIER AND ANY ON BOARD SHIPS.
CARRIER MAY MOVE ONE FLIP EACH TURN.
TORPS: 15

JEM'HADAR HEAVY CARRIER

JEM'HADAR HEAVY CARRIER

5
3
CAPTAIN/1ST
BRIDGE CREW
AWAY TEAM
UNIQUE
8
GORAN'AGAR
FLEET: ATTACK SHIPS MAY CHANGE SPEED AT ANY TIME

5
3
CAPTAIN/1ST
BRIDGE CREW
AWAY TEAM
UNIQUE
8
OMET'IKLAN
FLEET: +1 TO MAXIMUM SPEED

4
3
FIRST OFF/2ND
BRIDGE CREW
AWAY TEAM
UNIQUE
7
IKAT'IKA
TREAT HULL DAMAGE AS SHIELD DAMAGE FOR DETERMINING CRITS

4
3
FIRST OFF/2ND
BRIDGE CREW
AWAY TEAM
UNIQUE
7
IXTANA'RAX
SHIP IS NOT DESTROYED BY 2 OF THE SAME CRIT, BUT IS DESTROYED BY 3

2
3
3RD
PILOT
AWAY TEAM
UNIQUE
4
DAKIL'TORAN
: EXECUTE ORDER AT ANY POINT DURING MOVEMENT

0
4
ELITE AWAY TEAM
1
SOLDIER
DOES NOT COUNT TOWARDS SHIP'S CAPACITY

3
3
3RD
ENGINEER
AWAY TEAM
UNIQUE
5
TALAN'KATIL
: REMOVE A CRIT

2
4
ELITE AWAY TEAM
2
ASSAULT LEADER
ONLY ELITE CREW PARTICIPATE IN BOARDING AGAINST AWAY TEAMS LEAD BY THIS DISK

2
3
3RD
OPS
AWAY TEAM
UNIQUE
3
REMATA'KLAN
READY A CREW, FLIP

6
4
TORPEDO

6
4
TORPEDO

6
4
TORPEDO

6
4
TORPEDO

6
4
TORPEDO

6
4
TORPEDO

6
4
TORPEDO

6
4
TORPEDO

ACTIVATED
5
3
8
GORAN'ACAR
CAPTAIN/1ST
BRIDGE CREW
AWAY TEAM
UNIQUE
FLEET: ATTACK SHIPS MAY
CHANGE SPEED
ACTIVATED

ACTIVATED
5
3
8
OMET'IKLAN
CAPTAIN/1ST
BRIDGE CREW
AWAY TEAM
UNIQUE
FLEET: +1 TO MAXIMUM SPEED
ACTIVATED

ACTIVATED
4
3
7
JKAT'IKA
FIRST OFF/2ND
BRIDGE CREW
AWAY TEAM
UNIQUE
TREAT HULL DAMAGE AS
SHIELD DAMAGE FOR
ACTIVATED

ACTIVATED
4
3
7
IKTANA'RAN
FIRST OFF/2ND
BRIDGE CREW
AWAY TEAM
UNIQUE
SHIP IS NOT DESTROYED BY 2
OF THE SAME CRIT, BUT
ACTIVATED

ACTIVATED
2
3
4
DAKIL'TORAN
3RD
PILOT
AWAY TEAM
UNIQUE
: EXECUTE ORDER AT
ANY POINT DURING
ACTIVATED

ACTIVATED
0
4
1
SOLDIER
ELITE AWAY TEAM
DOES NOT COUNT TOWARDS
SHIP'S CAPACITY
ACTIVATED

ACTIVATED
3
3
5
TA'LAN'KATIL
3RD
ENGINEER
AWAY TEAM
UNIQUE
: REMOVE A CRIT
ACTIVATED

ACTIVATED
2
4
2
ASSAULT LEADER
ELITE AWAY TEAM
ONLY ELITE CREW PARTICIPATE
IN BOARDING AGAINST AWAY
ACTIVATED

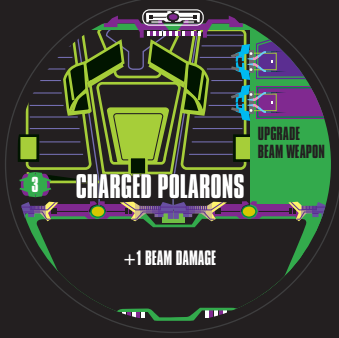
ACTIVATED
2
3
3
REMATA'KLAN
3RD
OPS
AWAY TEAM
UNIQUE
READY A CREW, FLIP
ACTIVATED

6
4
TORPEDO
6
4
TORPEDO
6
4
TORPEDO
6
4
TORPEDO
6
4
TORPEDO
6
4
TORPEDO
6
4
TORPEDO
6
4
TORPEDO

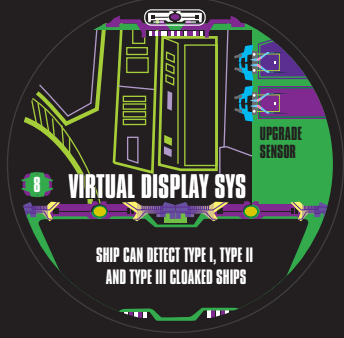
UPGRADE
TORPEDO
1
HIGH YIELD TORPEDOES
+1 TORPEDO DAMAGE

UPGRADE
TORPEDO
3
TORPEDO RETROFIT
START: +3 TORPEDOES

UPGRADE
TORPEDO
1
IMPROVED TRACKING
+1 TORPEDO SPEED


UPGRADE
BEAM WEAPON
3
CHARGED POLARONS
+1 BEAM DAMAGE

UPGRADE
BEAM WEAPON
4
LINKED EMITTERS
+2 BEAM DAMAGE


UPGRADE
SENSOR
8
VIRTUAL DISPLAY SYS
SHIP CAN DETECT TYPE I, TYPE II
AND TYPE III CLOAKED SHIPS

UPGRADE
SHIELDS
3
ENHANCED SHIELDS
+2 SHIELDS

UPGRADE
BEAM WEAPON
6
TIGHT POLARON BEAM
BEAM WEAPON: MINIMUM: 2

UPGRADE
TRANSPORTER
6
ASSAULT TRANSPORTER
AWAY TEAM MAY BEAM THROUGH
OPPONENT'S SHIELDS

UPGRADE
BEAM WEAPON
6
HVY POLARON EMITTER
BEAM WEAPON: PENETRATING: 1

PERSONAL
3
PULSE RIFLES
+3 COMBAT VALUE

ACTIVATED
UPGRADE WEAPON
1
HIGH YIELD TORPEDOES
+1 TORPEDO DAMAGE
ACTIVATED

ACTIVATED
UPGRADE WEAPON
3
TORPEDO RETROFIT
START: +3 TORPEDOES
ACTIVATED

ACTIVATED
UPGRADE WEAPON
1
IMPROVED TRACKING
+1 TORPEDO SPEED
ACTIVATED

ACTIVATED
UPGRADE BEAM WEAPON
3
CHARGED POLARONS
+1 BEAM DAMAGE
ACTIVATED

ACTIVATED
UPGRADE BEAM WEAPON
4
LINKED EMITTERS
+2 BEAM DAMAGE
ACTIVATED

ACTIVATED
UPGRADE SENSOR
8
VIRTUAL DISPLAY SYS
SHIP CAN DETECT TYPE I, TYPE II AND TYPE III CLOAKED SHIPS
ACTIVATED

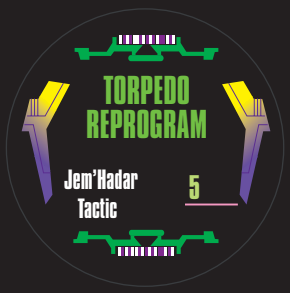
ACTIVATED
UPGRADE SHIELDS
3
ENHANCED SHIELDS
+2 SHIELDS
ACTIVATED

ACTIVATED
UPGRADE BEAM WEAPON
6
TIGHT POLARON BEAM
BEAM WEAPON: MINIMUM 2
ACTIVATED

ACTIVATED
UPGRADE TRANSPORTER
6
ASSAULT TRANSPORTER
AWAY TEAM MAY BEAM THROUGH OPPONENT'S SHIELDS
ACTIVATED

ACTIVATED
UPGRADE BEAM WEAPON
6
HVY POLARON EMITTER
BEAM WEAPON: PENETRATING: 1
ACTIVATED

ACTIVATED
PERSONAL
3
PULSE RIFLES
+3 COMBAT VALUE
ACTIVATED

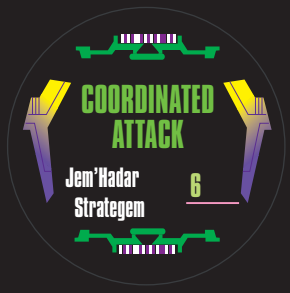

TORPEDO REPROGRAM
Jem'Hadar Tactic
5

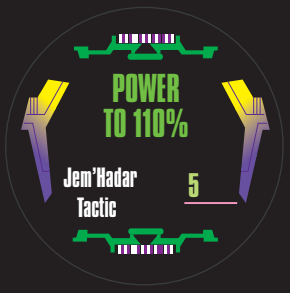
IONIC FEEDBACK
Jem'Hadar Tactic
6

PRECISE COORDINATION
Jem'Hadar Tactic
7

FAST ATTACK
Jem'Hadar Tactic
6

RAMMING SPEED!
Jem'Hadar Tactic
4


COORDINATED ATTACK
Jem'Hadar Strategem
6


POWER TO 110%
Jem'Hadar Tactic
5

EVASIVE MANEUVERS
Jem'Hadar Tactic
6

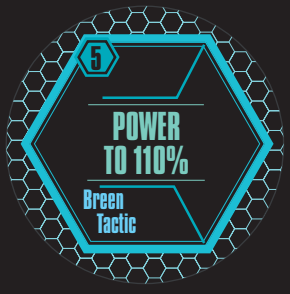
ATTACK PATTERN ALPHA
Jem'Hadar Tactic
5

5
TORPEDO REPROGRAM
Breen Tactic

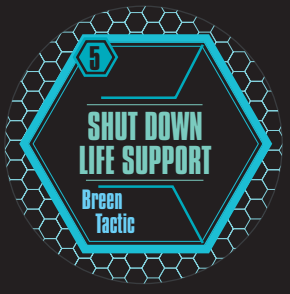
6
REROUTE WARP POWER
Breen Tactic

6
EVASIVE MANEUVERS
Breen Tactic

6
COORDINATED ATTACK
Breen Stratagem


5
POWER TO 110%
Breen Tactic

5
TORPEDO SPREAD
Breen Stratagem


5
SHUT DOWN LIFE SUPPORT
Breen Tactic

6
SELF DESTRUCT
Breen Tactic

Turn:
Set shields to 0.
Speed is doubled.

Armada:
All ships may
change heading.

Opponent's ship
takes damage equal to
the beam damage it
dealt to this ship.

Opponent's torpedo
is now under
your control.

Change Heading.
Move current speed.

Movement
this phase is
increased by 2.

Armada:
All ships within range
may fire upon target.

Automatic Collision.
Destroy ship.
Deal to overlapped ship
damage equal to
Beam Weapon + Hull
+ Current Shields.

Two additional
Change Heading orders
may be executed at any
points during movement.

Armada:
All ships may
change heading.

Change Heading.
Move current speed.

Turn:
Set shields to 0.
Speed is doubled.

Opponent's torpedo
is now under
your control.

Movement
this phase is
increased by 2.

Launch 3 torpedoes.

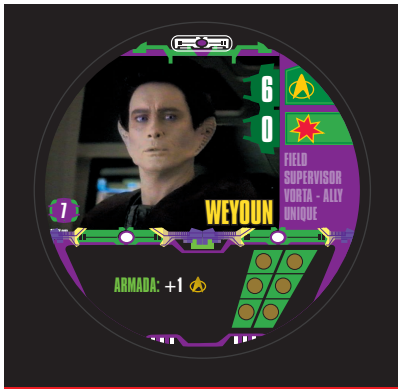
Turn:
Conceal all crew.
Double current speed.

Boarding:
Destroy Ship.
If enemy ship is
still within range 1,
shake and drop 5
damage counters.

THE BAJORAN WORM HOLE

[GAMMA QUADRANT EGRESS]

FEDERATION REINFORCEMENTS PREPARE AN ADDITIONAL FEDERATION SHIP AND OUTFIT IT WITH CREW AND TECH. COST: 40. THIS IS NOT PART OF YOUR FLEET'S 60 POINTS. BEFORE THE FIRST ORDER PHASE OF EVERY TURN [AFTER THE FIRST], SHAKE AND DROP 5 HIT COUNTERS. IF ONLY ONE HIT COMES UP, PLACE THE SHIP ON THE WORM HOLE AND BRING IT INTO PLAY THIS TURN.



WHITE OUT

MISSION TYPE CONVOY RAID
TEAMS 2
PLAYERS 2-4
FACTIONS FEDERATION VS. JEM HADAR
POINT VALUE 120 JEM HADAR, 60 FEDERATION

MISSION STARFLEET INTELLIGENCE HAS LEARNED OF A SERIOUS ENVIRONMENTAL INCIDENT AT A MAJOR PRODUCTION FACILITY FOR KETRACEL WHITE, WHICH HAS LED TO AN UNPRECEDENTED MASS SHIPMENT OF THE DRUG. DESTRUCTION OF THIS SHIPMENT IS OF THE UTMOST IMPORTANCE AND TIME IS OF THE ESSENCE. GATHER WHAT SHIPS YOU CAN FIND AND PROCEED TO GAMMA QUADRANT. REINFORCEMENTS WILL ARRIVE AS SOON AS THEY ARE ABLE. THE ODDS ARE AGAINST YOU, BUT THIS OPPORTUNITY WILL NOT PRESENT ITSELF AGAIN. GOOD LUCK. STARFLEET OUT.

SETUP PLACE THE WORM HOLE AT RANGE THREE OF ONE END OF TABLE. FEDERATION SHIPS START ON THIS DISK. JEM HADAR START AT RANGE ONE OF THE OPPOSITE SIDE OF THE TABLE. THE JEM HADAR CARRIER HAS BEEN STRIPPED AND PACKED STEM TO STERN WITH CARGO ACTING AS A MAKE-SHIFT EMERGENCY FREIGHTER. ADJUST CARRIER STATS AS FOLLOWS: CAP 2. TORPS 0. COST 40. HANGER CLOSED. START: WAYOUN AND ONE CREW DISK

VICTORY DESTROY CARRIER. JEM HADAR PLAYER WINS WHEN CARRIER REACHES OPPOSITE END OF TABLE.